

User Manual

(TINF18C, SWE I, II Praxisprojekt 2019/2020)

Projekt: **AMLEngine-DLL Interfaces**

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C# Console Application

The console application has two modes, in which it can be run. The first is an inline interface, which can be run by calling the executable file from the command line with certain parameters that are explained below. The second mode is a GUI which is realized within the console. The Dependencies of the Project are the .NET Framework 4.7.1 and .NET Core 3.1.

Inline Interface

The inline interface can be used by calling the executable file with two of the three parameters specified below. The interface loads an AML file and either validates it or compresses it. These are the supported parameters, which can be used:

- "--path" : This parameter is used to specify the file, which should be used by the console application. The path can be absolute or relative.
- "--validate" : This parameter is used to turn the console application into validation mode, which will validate the file that was given in the path parameter. It cannot be used alongside the compress mode.
- "--compress" : This parameter is used to turn the console application into compress mode, which will compress the file that was given in the path parameter. It cannot be used alongside the validate mode.

Graphical User Interface

This Mode can be entered, by simply starting the executable file or by calling it from the command line without any parameters. First you will enter a menu, which allows you to decide, what you want to do. The validate function validates a given file and optionally repairs it. The compress function compresses one or more given files into an AMLX file. Note that at least one of these files has to be an AML file. The DeCompress function decompresses a given AMLX file into a given folder. In the options menu you can configure, how the validate function should execute.

JS Wrapper

A guide on how to use the JS-Wrapper can be found in the [NPM-Package-Repository](#). The module itself also contains a README file which contains this guide.

C++ Wrapper

A guide on how to setup and use the C++-Wrapper can be found in the EXECUTABLE folder of this project. The recommended entry point is the [Introduction](#) main file. The overall structure of the wrapper is explained there.